

Goals & Targets

Given the strict timeline, we had to come up with a set of goals which we wish to achieve through this project.

- Create a simple memory card game
 - We're focusing on giving the game a good UI/UX for great user experience.
 - This includes having good design features and crisp & intuitive animations
 - We're also planning on having different card designs for users to collect.
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Feature List: Design

Colour Palette:

- The colour palette is inspired from Base16: Ocean. We plan to make both light and dark versions of the interface using the same palette.

#2B303B	#65737E	#8FA1B3	#C0C5CE	#EFF1F5
#96B5B4	#BF616A	#A3BE8C	#EBCB8B	#B48EAD

- Smooth card flip animations.
 - Fluid gameplay and intuitive gestures.
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Concept Mockup

This is the first pass on the app's design and aesthetics. Some pointers about the design process:

- In accordance to the brief, we have decided to incorporate the HKU logo on the starting page itself. The logo has been redrawn for this purpose with a wireframe look to fit the minimalism we strive for.
- The app logo has been designed to make it both inviting with the use of colours, as well as interesting by introducing asymmetry.



Feature List: Gameplay

Some features

- Memory Card Game with time limit
 - Player has limited amount of time to pair as many cards as possible. If player has already paired all the cards while he still has some time, a new set of cards will appear so that the player can try to earn more points
 - Doing combos gives adds more time. Example of combo: opening cards
 - Different Card artwork
 - Players can unlock different card artwork using in-game currency earned while playing the game
 - If time permits, we might include animating cards.
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Technical Specifications

Specs:

- Platform: Android
 - Tools: Java, Android, Eclipse, GIMP (for designing)
 - Deploy Targets: Android Phones and Tablets.
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Potential Pitfalls

List some issues that may occur – **Not sure what to write here: Janssen**

- Our main concern is how to make a simple classic game into something that would make players want to play it over and over again.
 - With design
 - Or with code
 - Or something else..
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Timeline

Intended work schedule goes here

- June 28 – Jul 11:
 - Create the game basics - memory card game with the arcade mechanics
 - Create basic assets – card design, UI objects, etc
 - July 12 – July 18:
 - Highscore system
 - Add the in-game currency
 - Add the unlockable – new card designs. Maybe make animating cards
 - July 20 – July 25
 - Game Testing
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Responsibilities

Rahul

- Minimalist Designer
- Rebellious Programmer
- Documentation Ninja

Janssen

- Resident Design Expert
- Programming Guru
- Documentation Apprentice

We have an unusually creative process of dividing responsibilities, and we are not sure whether it's quantifiable.

Thank you

members:

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